## **Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claim 1 (currently amended): A method of operating a casino game gaming machine, the method comprising:

receiving a wager from a player,

causing a display device to display displaying a play of an underlying game of chance which results in a first outcome displayed to the player, said first outcome dependent upon at least one random determination, said first outcome capable of resulting in a first payout to the player, said underlying game of chance having a first house advantage,

causing the display device to display displaying—a play of a knowledge-based bonus game using answers inputted by the player which are dependent on the knowledge of the player and are inputted in response to a plurality of queries provided to the player, in combination with the play of the underlying game of chance, wherein each query is associated with one of a plurality of different individual minimum values and one of a plurality of different individual maximum values, said play of said knowledge-based bonus game resulting in a second outcome displayed—provided to the player—and dependent upon the knowledge of the player, said second outcome capable of resulting in a second payout to the player, and

if the first outcome results in the first payout, providing the first payout to the player even if the second payout is not provided to the player,

if the second outcome results in the second payout, providing the second payout to the player even if the first payout is not provided to the player, and

said knowledge-based bonus game configured to maintain within a range a second house advantage for the combined knowledge-based bonus game with the underlying game of chance, wherein said range is defined by an overall minimum value and an overall maximum value and is configured to account for a first expected return provided by the play of the knowledge-based bonus game by the player guessing answers and a second expected return provided to the player having perfect knowledge

of answers, wherein at least one of said overall minimum value and said overall maximum value are configured to change for different plays of the knowledge-based bonus game during a single gaming session by the player, wherein said overall minimum value and said overall maximum value are determined for each play of the knowledge-based bonus game based on the individual minimum values and individual maximum values associated with each of said plurality of queries provided to the player during said play of the knowledge-based bonus game and wherein at least two different queries which are associated with different minimum values or different maximum values are provided during two different plays of the knowledge-based bonus game.

Claim 2 (canceled)

Claim 3 (previously presented): The method of claim 1, wherein playing the knowledge-based game occurs when play of the underlying game of chance stops.

Claims 4-7 (canceled)

Claim 8 (currently amended): A method of operating a gaming machine, the method casino game comprising:

receiving a wager from a player,

causing a display device to display displaying a play of an underlying game of chance which results in a first outcome displayed to the player, said first outcome dependent upon at least one random determination, said first outcome capable of resulting in a first payout to the player, said underlying game of chance having a first house advantage,

causing the display device to display displaying a play of a knowledge-based bonus game using answers inputted by the player which are dependent upon the knowledge of the player and are inputted in response to at least one query provided to the player from a plurality of queries, wherein each query is associated with one of a plurality of different individual minimum values and one of a plurality of different individual minimum values and one of a plurality of different individual maximum values, in combination with the play of the underlying game of chance, said play of said knowledge-based bonus game resulting in a second outcome displayed provided to the player and dependent upon the knowledge of the player, said second outcome capable of resulting in a second payout to the player based on the individual minimum value and the individual maximum value associated with the at least one query provided to the player,

if the first outcome results in the first payout, providing the first payout to the player even if the second payout is not provided to the player,

if the second outcome results in the second payout, providing the second payout to the player even if the first payout is not provided to the player, and

said knowledge-based bonus game configured to maintain within a range a second house advantage for the combined knowledge-based bonus game with the underlying game of chance, wherein the range is defined by a minimum value and a maximum value, and wherein at least one of said minimum value and said maximum value are configured to change for different plays of the knowledge-based bonus game during a single gaming session by the player, wherein said overall minimum value and said overall maximum value are determined for each play of the knowledge-based bonus game based on the individual minimum value and the individual maximum value

associated with said at least one query provided to the player during said play of the knowledge-based bonus game and wherein at least two different queries which are associated with different minimum values or different maximum values are provided during two different plays of the knowledge-based bonus game, said range configured to account for an expected return provided by the play of knowledge-based bonus game by the player guessing answers and by the player having perfect knowledge of answers, wherein

playing the knowledge-based game occurs when play of the underlying game of chance stops, and

stopping of the underlying game of chance is randomly determined.

Claim 9 (canceled)

Claim 10 (currently amended): A method of operating a gaming machine, the method casino game comprising:

receiving a wager from a player,

causing a display device to display displaying a play of an underlying game of chance which results in a first outcome displayed to the player, said first outcome dependent upon at least one random determination, said first outcome capable of resulting in a first payout to the player, said underlying game of chance having a first house advantage,

causing the display device to display displaying—a play of a knowledge-based bonus game in combination with the play of the underlying game of chance, wherein said knowledge-based bonus game includes a plurality of queries provided to the player, wherein each query is associated with one of a plurality of different individual minimum values and one of a plurality of different individual maximum values and using and uses—answers inputted by the player which are dependent upon the knowledge of the player in response to the provided queries in said play of said knowledge-based bonus game to determine resulting in a second outcome displayed—provided to the player and dependent upon the knowledge of the player, said second outcome capable of resulting in a second payout to the player,

said knowledge-based bonus game configured to maintain within a range a second house advantage for the combined knowledge-based bonus game with the underlying game of chance, wherein the range is defined by an overall a minimum value and an overall maximum value, and wherein at least one of said overall minimum value and said overall maximum value changes for different plays of the knowledge-based bonus game during a single gaming session by the player, wherein said overall minimum value and said overall maximum value are determined for each play of the knowledge-based bonus game based on the individual minimum values and the individual maximum values associated with each of said plurality of queries provided to the player during said play of the knowledge-based bonus game and wherein at least two different queries which are associated with different minimum values or different maximum values are provided during two different plays of the knowledge-based bonus game, said range configured to account for a plurality of expected returns, wherein a

first minimum expected return is provided by the play of knowledge-based bonus game by the player guessing answers and a second maximum expected return is provided to the player having perfect knowledge of answers, and said minimum expected return and said maximum expected return may be different for different plays of the knowledge-based bonus game,

if the first outcome results in the first payout, providing the first payout to the player even if the second payout is not provided to the player, and

if the second outcome results in the second payout, providing the second payout to the player even if the first payout is not provided to the player.

Claims 11-17 (canceled)

Claim 18 (currently amended): A method of operating a gaming machine, casino game the method comprising:

receiving a wager from a player,

causing a display device to display displaying a play of an underlying game of chance which results in a first outcome displayed to the player, said first outcome dependent upon at least one random determination, said first outcome capable of resulting in a first payout to the player, said underlying game of chance having a first house advantage,

causing the display device to display displaying—a play of a knowledge-based bonus game using answers inputted by the player dependent on the knowledge of the player and are inputted in response to a plurality of queries provided to the player, in combination with the play of the underlying game of chance, wherein each query is associated with one of a plurality of different individual minimum values and one of a plurality of different individual maximum values, said play of said knowledge-based bonus game resulting in a second outcome displayed to the player based on said inputted answers—and dependent upon—the knowledge of the player, said second outcome capable of resulting in a second payout to the player, wherein if the first outcome results in the first payout, the first payout is provided to the player even if the second payout is not provided to the player and if the second outcome results in the second payout, the second payout is provided to the player, and

said knowledge-based bonus game configured to maintain within a range a second house advantage for the combined knowledge-based bonus game with the underlying game of chance, said-range configured to account for an expected return provided by the play of knowledge-based bonus game by the player guessing answers and by the player having perfect knowledge of answers, wherein said range is defined by an overall minimum value and an overall maximum value configured to account for a first expected return provided by the play of knowledge-based bonus game by the player guessing answers and a second expected return provided to the player having perfect knowledge of answers, wherein at least one of said overall minimum value and said overall maximum value are configured to change for different plays of the

knowledge-based bonus game during a single gaming session by the player, wherein said overall minimum value and said overall maximum value are determined for each play of the knowledge-based bonus game based on the individual minimum values and individual maximum values associated with each of said plurality of queries provided to the player during said play of the knowledge-based bonus game and wherein at least two different queries which are associated with different minimum values or different maximum values are provided during two different plays of the knowledge-based bonus game, wherein

the knowledge-based bonus game includes:

- (a) providing the player one of the queries; a query;
- (b) providing the player a plurality of selections to answer said query, at least one of said selections corresponding to at least one correct answer and at least one of said selections corresponding to at least one incorrect answer;
  - (c) enabling the player to select one of the selections;
- (d) if the player selects the at least one selection corresponding to the at least one correct answer, awarding the player a first amount;
- (e) if the player selects the at least one selection corresponding to the incorrect answer, enabling the player to select one of the non-selected selections and if the player selects the at least one selection corresponding to the correct answer, awarding the player a second amount; and
  - (f) providing any awarded amounts to the player as the second payout.

Claim 19 (currently amended): A method for operating a gaming machine, combined knowledge-based bonus game with an underlying casino game of chance, the method comprising:

receiving a wager from a player,

causing a display device to display displaying a play of the underlying casino game of chance which results in a first outcome displayed to the player, said first outcome dependent upon at least one random determination, said first outcome capable of resulting in a first payout to the player, said underlying game of chance having a first house advantage,

causing the display device to stop stopping the display of the play of the underlying casino game of chance,

causing the display device to display displaying a play of the knowledge-based bonus game when the play of the underlying casino game of chance is stopped, said play of said knowledge-based bonus game resulting in a second outcome displayed to the player based on answers inputted by the player dependent on the knowledge of the player, wherein the answers are inputted in response to a plurality of queries provided to the player, wherein each of the queries is associated with one of a plurality of different individual minimum values and one of a plurality of different individual maximum valuesand dependent upon the knowledge of the player, said second outcome capable of resulting in a second payout to the player, wherein if the first outcome results in the first payout, the first payout is provided to the player even if the second payout, the second payout is not provided to the player and if the second outcome results in the second payout, the second payout is provided to the player, and

said knowledge-based bonus game configured to maintain within a range a second house advantage for the combined knowledge-based bonus game with the underlying casino game of chance, wherein the range is defined by an overall a minimum value and an overall a maximum value, and wherein at least one of said overall minimum value and said overall maximum value changes for different plays of the knowledge-based bonus game during a single gaming session by the player, said range configured to account for a plurality of expected returns, a first minimum expected

return provided by the play of knowledge-based bonus game by the player guessing answers and a second maximum expected return is provided to the player having perfect knowledge of answers, wherein said first minimum expected return and said second maximum expected return are configured to change for different plays of the knowledge-based bonus game based on which queries are provided to the player,

playing the knowledge-based game at least including:

- (a) providing at least one query of the queries to the player in the knowledgebased game,
- (b) receiving an answer from the player in response to the provided at least one query,
- (c) if the answer is incorrect, receiving a second answer from the player in response to the at least one query;
- (d) paying the player a first amount for the second payout if said first answer is correct, paying the player a second amount for the second payout if said second answer is correct.

Claims 20-23 (canceled)

Claim 24 (currently amended): The method of claim 19, wherein paying the player further includes:

paying the player a third amount for said second payout when the player does not correctly answer <u>said at least one</u> query.

Claim 25 (currently amended): A method of operating a gaming machine combined knowledge based bonus game with an underlying casino game of chance, the method comprising:

displaying causing a display device to display a play of the underlying casino game of chance which results in a first outcome displayed to the player, said first outcome dependent upon at least one random determination, said first outcome capable of resulting in a first payout payable to the player, said underlying game of chance having a first house advantage,

causing a display device to display displaying a play of the knowledge-based bonus game in combination with the play of the underlying game of chance, wherein playing the knowledge-based game at least includes:

- (a) providing at least one query <u>from a plurality of queries</u> to the player in the knowledge-based game, <u>wherein each of the queries is associated with one of a plurality of different individual minimum values and one of a plurality of different individual maximum values,</u>
- (b) receiving at least one answer from the player which is dependent upon the knowledge of the player and in the response to the provided at least one query,
- (c) if the answer is incorrect, receiving a second answer from the player in response to the at least one query,
- (d) causing the display device to display displaying-a second outcome to the player, wherein said second outcome is dependent upon the knowledge of the player, said second outcome capable of resulting in a second payout payable to the player, wherein said second payout is a first amount if said first answer is correct and said second payout is a second amount if said second answer is correct, wherein said knowledge-based bonus game is configured to maintain within a range a second house advantage for the combined knowledge-based bonus game with the underlying casino game of chance, said range configured to account for an expected return provided by the play of knowledge-based bonus game by the player guessing answers and by the player having perfect knowledge of answers, during a single gaming session by the player, wherein said overall minimum value and said overall maximum value are

determined for each play of the knowledge-based bonus game based on the individual minimum values and individual maximum values associated with each of said plurality of queries provided to the player during said play of the knowledge-based bonus game and wherein at least two different queries which are associated with different minimum values or different maximum values are provided during two different plays of the knowledge-based bonus game,

- (e) if the first outcome results in the first payout, providing the first payout to the player even if the second payout is not provided to the player, and
- (f) if the second outcome results in the second payout, providing the second payout to the player even if the first payout is not provided to the player.

Claims 26-88 (canceled)

Claim 89 (previously presented): The method of claim 1, which includes locally storing the queries to be answered by the player.

Claim 90 (previously presented): The method of claim 1, wherein the first outcome can be zero.

Claim 91 (previously presented): The method of claim 8, which includes locally storing the queries to be answered by the player.

Claim 92 (previously presented): The method of claim 8, wherein the first outcome can be zero.

Claim 93 (previously presented): The method of claim 10, which includes locally storing the queries to be answered by the player.

Claim 94 (previously presented): The method of claim 10, wherein the first outcome can be zero.

Claim 95 (previously presented): The method of claim 18, which includes locally storing the queries to be answered by the player.

Claim 96 (previously presented): The method of claim 18, wherein the first outcome can be zero.

Claim 97 (previously presented): The method of claim 19, which includes locally storing the queries to be answered by the player.

Claim 98 (previously presented): The method of claim 19, wherein the first outcome can be zero.

Claim 99 (previously presented): The method of claim 25, which includes locally storing the queries to be answered by the player.

Claim 100 (previously presented): The method of claim 25, wherein the first outcome can be zero.

Claim 101 (canceled)

Claim 102 (canceled)

Claim 103 (previously presented): The method of claim 1, which includes providing any first payout and any second payout simultaneously.

Claim 104 (previously presented): The method of claim 1, which includes providing any first a payout ward and any second payout at different times.

Claim 105 (previously presented): The method of claim 8, which includes providing any first payout and any second payout simultaneously.

Claim 106 (previously presented): The method of claim 8, which includes providing any first payout and any second payout at different times.

Claim 107 (previously presented): The method of claim 10, which includes providing any first payout and any second payout simultaneously.

Claim 108 (previously presented): The method of claim 10, which includes providing any first payout and any second payout at different times.

Claim 109 (previously presented): The method of claim 18, which includes providing any first payout and any second payout simultaneously.

Claim 110 (previously presented): The method of claim 18, which includes providing any first payout and any second payout at different times.

Claim 111 (previously presented): The method of claim 19, which includes providing any first payout and any second payout simultaneously.

Claim 112 (previously presented): The method of claim 19, which includes providing any first payout and any second payout at different times.

Claim 113 (previously presented): The method of claim 25, which includes providing any first payout and any second payout simultaneously.

Claim 114 (previously presented): The method of claim 25, which includes providing any first payout and any second payout at different times.

Claim 115 (canceled)

Claim 116 (canceled)

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Claim 117 (canceled)

Claim 118 (currently amended): The method of claim 8, wherein the <u>play of the</u> knowledge-based bonus game includes:

- (a) providing the player one of the queries a query;
- (b) providing the player a plurality of selections to answer said query, at least one of said selections corresponding to at least one correct answer and at least one of said selections corresponding to at least one incorrect answer;
  - (c) enabling the player to select one of the selections;
- (d) if the player selects the at least one selection corresponding to the at least one correct answer, awarding the player a first amount;
- (e) if the player selects the at least one selection corresponding to the incorrect answer, enabling the player to select one of the non-selected selections and if the player selects the at least one selection corresponding to the correct answer, awarding the player a second amount; and
  - (f) providing any awarded amounts to the player as the second payout.

Claim 119 (currently amended): The method of claim 10, wherein the <u>play of</u> the knowledge-based bonus game includes:

- (a) providing the player one of the queries a query;
- (b) providing the player a plurality of selections to answer said query, at least one of said selections corresponding to at least one correct answer and at least one of said selections corresponding to at least one incorrect answer;
  - (c) enabling the player to select one of the selections;
- (d) if the player selects the at least one selection corresponding to the at least one correct answer, awarding the player a first amount;
- (e) if the player selects the at least one selection corresponding to the incorrect answer, enabling the player to select one of the non-selected selections and if the player selects the at least one selection corresponding to the correct answer, awarding the player a second amount; and
  - (f) providing any awarded amounts to the player as the second payout.

Claim 120 (canceled)

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Claim 121 (canceled)

Claim 122 (canceled)